# CHARACTERS

An introduction to the characters appearing in FINAL FANTASY V Advance.

## BARTZ KLAUSER

An orphaned young man who travels the world with Boko, his chocobo companion. Though sometimes blunt, Bartz possesses a sense of justice that won't allow him to abandon those in need. Having studied with his late father, Bartz's skills with a blade are nothing to laugh at.

## LENNA CHARLOTTE TYCOON

The kind and gentle-hearted princess of Tycoon. She searches for her father, last seen on his way to the Wind Shrine. Unable to save her sick mother's life, Lenna now sometimes acts recklessly to protect those around her.

## GALUF DOE

An old man with a serious case of amnesia, Galuf's past is a mystery. However, his seasoned swordsmanship and lordly presence hint at a history as a proud warrior. Upbeat and outspoken, Galuf always has words of encouragement for the rest of the group.

## FARIS SCHERWIZ

The captain of an unruly yet loyal band of pirates. A fierce and focused fighter, once Faris' sights are set on something, the pirate's soul will stop at nothing to have it. Despite being young, Faris easily commands the respect of others.

## Talking/Examining

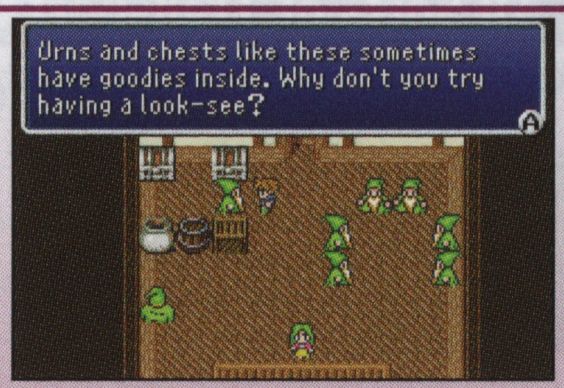
Press the A Button to speak to other characters, examine boxes or chests for items, flip switches, or perform any number of other actions. You never know just who or what will yield important information, so you'll use this button a lot!

## Recovery Springs

Springs with magical properties are scattered around dungeons and towns throughout the world. Drink from a recovery spring to fully restore HP and MP (p. 17), and cure status ailments (p. 29).

## The Greenhorn's Club

The Greenhorn's Club is full of great advice for novice adventurers. If you have the chance to visit this special place, definitely take it.



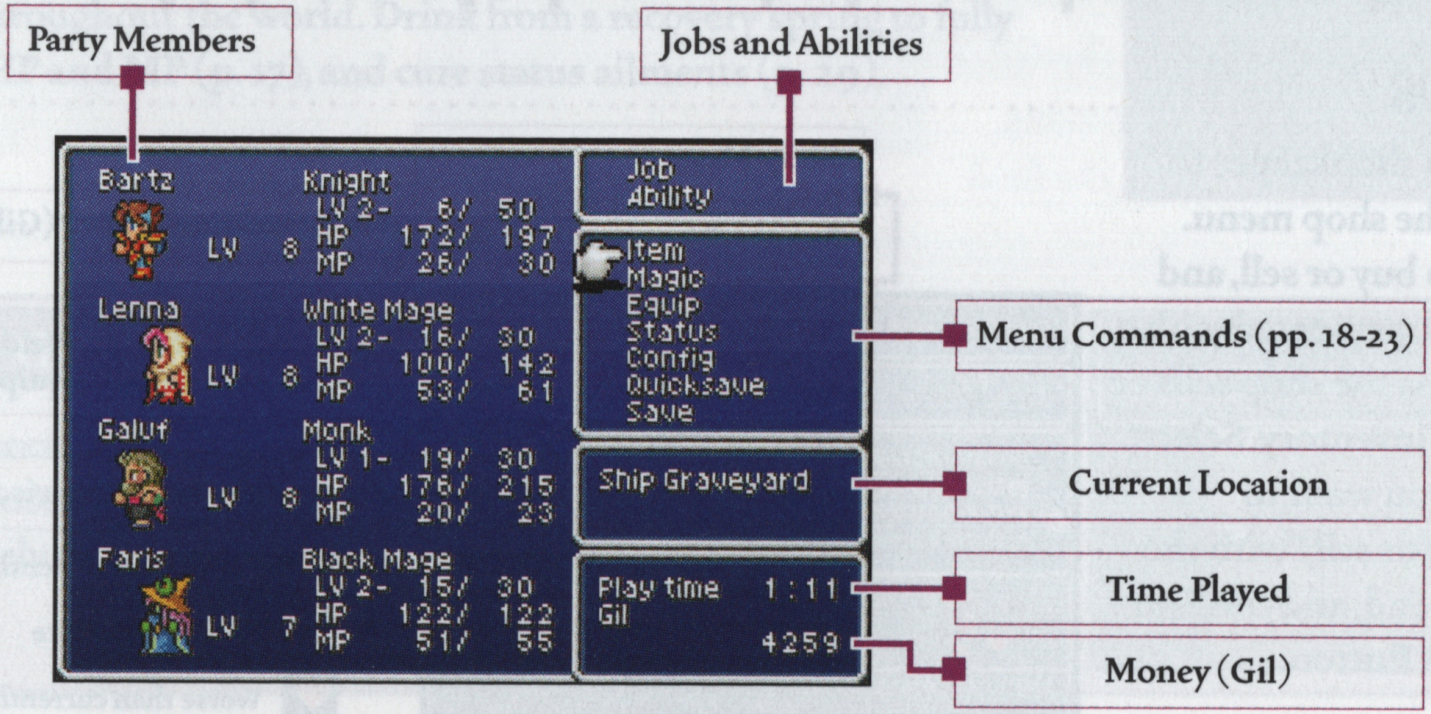
# MAIN MENU

Perform various actions such as checking character status, saving your game, and more from the main menu.

Press START while in the field to open the menu. You can check the party's status, use items or magic, select equipment, or change other settings.

## Navigating the Menu

The character placed at the top of the menu is who appears as you move around the world. As the game progresses, you will be able to select Jobs and Abilities as well.



# Party Members

Check characters' levels, HP, MP, current job, and status ailments.

**Job Information** — Current job and job level, current ABP/ABP required to level up (p. 32)

**HP/Max HP** — HP measures a character's life force. When that character is hurt in battle, HP will decrease.

**MP/Max MP** — MP is a measure of a character's magical reserves. As spells are cast, MP will decrease.

**Level** — In fighting battles, the party will gain experience. Once this combined experience rises to a certain level, a party member will become stronger and more able.

## Changing Formation

Press +Control Pad Left on the main menu to move the cursor over party members. Now you can change the party's order, or change the row of specific characters.

Select the character you want to move and press the A Button. Choose another character and press the A Button to switch the characters' positions. Selecting the character you want to move and then pressing the A Button twice will change them from the front row (p. 28) to the back, and vice versa.

**Front Row**

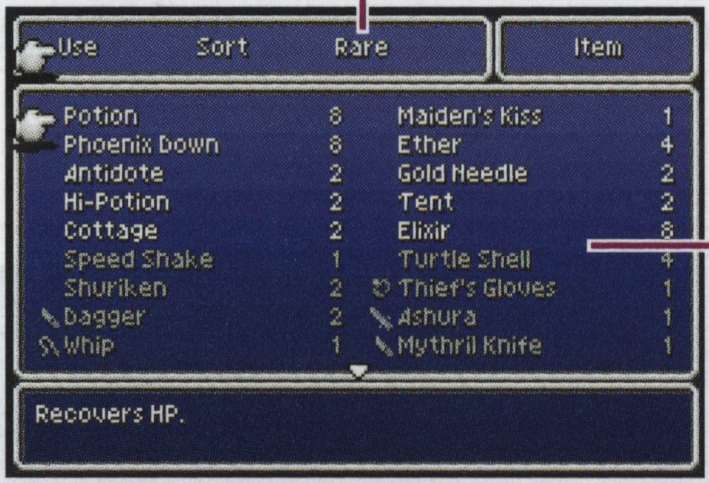
**Back Row**

# MENU COMMANDS

An explanation of commands displayed on the main menu.

## Item

Select Item to open the inventory, where you can check the numbers and descriptions of items in your possession, as well as use them. You can scroll the inventory list with the L and R Buttons.




| Item Sub-Commands | Press the B Button to move the cursor to the item sub-command list. |
|---|---|

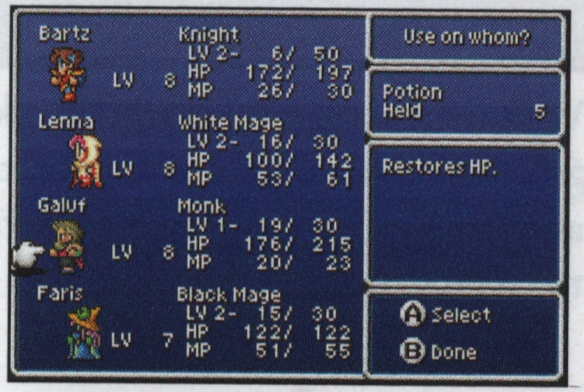
| Item List | Usable items are displayed in white. |
|---|---|

## Item Sub-Commands

| | |
|---|---|
| **Use** | Select items to use them. |
| **Sort** | Automatically arrange items by type. |
| **Rare** | Special quest items or personal items are kept here. |

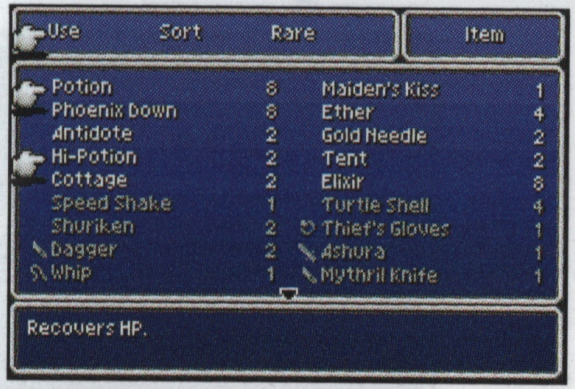
## Using Items

Move the cursor to the item you want to use, then press the A Button twice to use it. Depending on the item, you may need to select a target.




## Arranging the Inventory

Select an item with the A Button, then move the cursor to the desired position and press the A Button again. This will switch the positions of the two selected items.




## Equippable Gear

There are many types of gear that can be equipped by party members. In the inventory, the different types of gear are indicated by different icons.

### WEAPONS

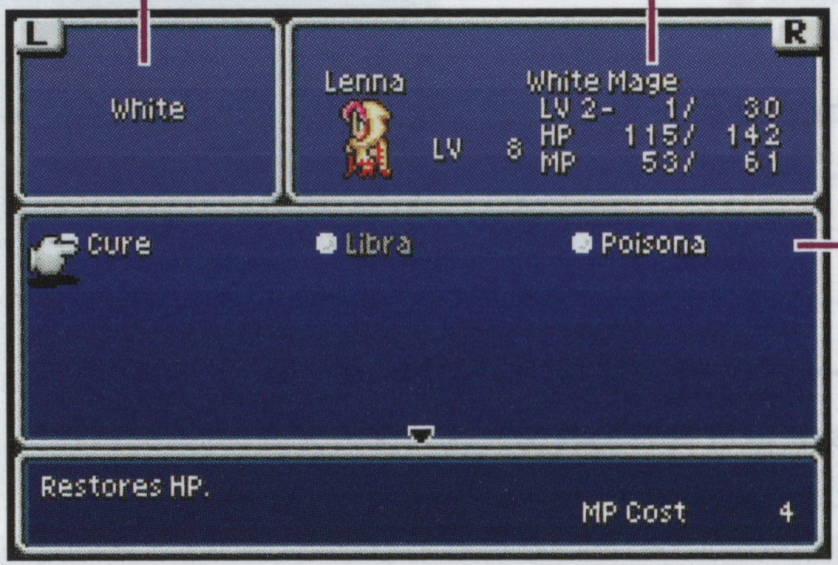
Knife | Sword | Lance | Axe | Knight's Sword | Katana | Rod | Staff | Bow | Hammer | Harp | Whip | Bell | Ninja Blade

### ARMOR

Shield | Helm | Armor | Accessory

# Magic

With this command, you can check the effects of spells you have already learned, or cast spells on the party. Select the type of magic you want to check, then choose the spell you want to use from the spell list. In addition to meeting certain conditions to become a mage, you must obtain spells from magic shops, or find them hidden around the world.




**Spell List** | Usable spells are displayed in white.

## Casting on the Whole Party

Spells can be cast on the entire party. When selecting a target for the spell, press +Control Pad Right to target everyone, then press the A Button to cast.

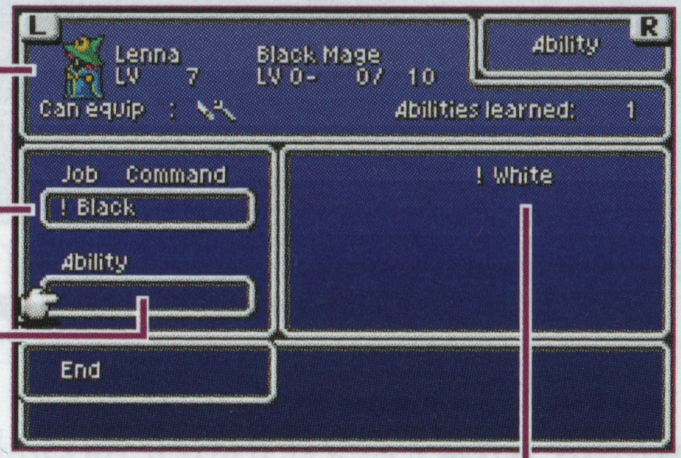
## What's an Ability?

Each job has special abilities inherent to it. As a job's level increases, characters begin learning those abilities, and can use abilities separate from their respective jobs. Once an ability is learned, it can be set onto a job through the Ability screen.

Some jobs have more learnable abilities than others.

## The Ability Screen

Choose Ability from the main menu, and select a character. You can then set abilities for that character.




**Character Information**

| | |
|---|---|
| **Job Command** | The specialized command available in battle due to the currently selected job. |
| **Current Ability** | Set the ability you want the character to have. |
| **Learned Abilities** | A list of the abilities the character has learned. Abilities beginning with an exclamation point (!) are commands used in battle. |

# JOB LIST

A brief introduction to the different jobs and their inherent abilities. Though you begin the game as a freelancer, more jobs will become available to you as your quest progresses.*

## FREELANCER

Jacks-of-all-trades, freelancers are what all characters start out as. They have no particular specialization, but can equip any type of weapon or armor.

Freelancers do not gain job levels.

## KNIGHT

Skilled with a sword, knights maintain a balance between attacking and protecting allies.

**Job Command: Guard** **Specialty: Cover**

| | | |
|---|---|---|
| 1 | **Cover** | Protect allies with low HP. |
| 2 | **Guard** | Absorb the damage of a physical attack. |
| 3 | **Two-Handed** | Wield a weapon with two hands to double attack power (shields cannot be equipped). |

* This guide only includes abilities learned by job level 3. For further abilities, you'll have to play the game and find out for yourself!

## MONK

Masters of unarmed combat, monks possess an awesome destructive force.

**Job Command:** Kick **Specialties:** Counter, Barehanded

| | | |
|---|---|---|
| 1 | **Focus** | Focus energies for one round to deliver a blow that is twice as powerful. |
| 2 | **Barehanded** | When unarmed, the character's strength becomes equal to a monk's. |
| 3 | **Chakra** | Healing energies recover HP and cleanse the body of darkness and poison. |

## THIEF

Swift and agile, thieves learn many abilities that are useful in your quest.

**Job Command:** Steal **Specialties:** Find Passages, Artful Dodger, Sprint

| | | |
|---|---|---|
| 1 | **Find Passages** | Detect hidden passageways. |
| 2 | **Flee** | Quickly escape from battle. You may be unable to escape from some enemies. |
| 3 | **Sprint** | Hold down the B Button and the +Control Pad to move faster in towns and dungeons. |

## DRAGOON

Known for their high jumps and attacks from above, dragoons suffer no penalties when attacking from the back row.

**Job Command:** Jump **Specialty:** None

| | | |
|---|---|---|
| 1 | **Jump** | Jump high into the air to attack from above. |
| 2 | **Lance** | Steal enemies' HP and MP. |
| 3 | **Equip Lances** | Gain the ability to wield lances. Additionally, the character's strength becomes equal to a dragoon's. |

## NINJA

Fast and sneaky, ninja are skilled at taking enemies by surprise. They can wield two weapons at once.

**Job Command:** Throw **Specialties:** Dual-Wield, First Strike

| | | |
|---|---|---|
| 1 | **Smoke** | Use the resulting confusion of a smoke bomb to escape from enemies. |
| 2 | **Image** | Create an illusory copy to absorb two hits. |
| 3 | **First Strike** | Increase the chance of having preemptive strikes in random encounters. |

## SAMURAI

Samurai are skilled enough with their katana to stop and divert physical attacks.

**Job Command:** Zeninage **Specialty:** Shirahadori

| | | |
|---|---|---|
| 1 | **Mineuchi** | Hit enemies with the dull side of the blade to stun them. |
| 2 | **Zeninage** | Throw gil to harm all enemies. |
| 3 | **Shirahadori** | Catch and stop some enemy attacks, completely preventing damage. |

## BERSERKER

In a constant rage, berserkers refuse all commands. However, the strength of their attacks is unmatched.

**Job Command:** None **Specialty:** Berserk

| | | |
|---|---|---|
| 1 | **Berserk** | Always have berserk status in battle. |
| 2 | **Equip Axes** | Gain the ability to wield axes. Additionally, the character's strength becomes equal to a berserker's. |

## RANGER

Ace archers, rangers lose no attack power when armed with a bow in the back row.

**Job Command:** Aim **Specialty:** None

| | | |
|---|---|---|
| 1 | Animals | Call upon friendly wildlife for aid. |
| 2 | Aim | Increases accuracy of attacks. |
| 3 | Equip Bows | Gain the ability to use bows. Additionally, the character's strength and agility become equal to a ranger's. |

## MYSTIC KNIGHT

Mystic knights enchant blades with different spells. They can also create a barrier to weaken enemy magic attacks.

**Job Command:** Spellblade **Specialty:** Magic Shell

| | | |
|---|---|---|
| 1 | Magic Shell | Automatically cast Shell when near KO. |
| 2 | Spellblade LV1 | Enchant weapons with level 1 spells. |
| 3 | Spellblade LV2 | Enchant weapons with level 2 spells. |

## WHITE MAGE

White mages use their powers to heal and buff allies.

**Job Command:** White **Specialty:** None

| | | |
|---|---|---|
| 1 | White LV1 | Use level 1 white magic. |
| 2 | White LV2 | Use level 2 white magic. |
| 3 | White LV3 | Use level 3 white magic. |

## BLACK MAGE

From summoning raging fires to calling forth thunder from the skies, black mages have many destructive spells at their command.

**Job Command:** Black **Specialty:** None

| | | |
|---|---|---|
| 1 | Black LV1 | Use level 1 black magic. |
| 2 | Black LV2 | Use level 2 black magic. |
| 3 | Black LV3 | Use level 3 black magic. |

## TIME MAGE

Masters of time and space, time mages learn spells that bend the laws of nature to their will.

**Job Command:** Time **Specialty:** None

| | | |
|---|---|---|
| 1 | Time LV1 | Use level 1 time magic. |
| 2 | Time LV2 | Use level 2 time magic. |
| 3 | Time LV3 | Use level 3 time magic. |

## SUMMONER

Summoners are able to call magical beings and harness their powers.

**Job Command:** Summon **Specialty:** None

| | | |
|---|---|---|
| 1 | Summon LV1 | Use level 1 summons. |
| 2 | Summon LV2 | Use level 2 summons. |
| 3 | Summon LV3 | Use level 3 summons. |

## BLUE MAGE

With the ability to learn monsters' special skills, blue mages are unique casters.

**Job Command:** Blue **Specialty:** Learning

| | | |
|---|---|---|
| 1 | Check | See an enemy's current HP and weak point. |
| 2 | Learning | Get hit by an enemy's special attack to learn it as blue magic. |
| 3 | Blue | Perform learned enemy skills. |

## RED MAGE

Able to learn both white and black magic spells, red mages can wield blades as well, making them versatile fighters.

**Job Command:** Red **Specialty:** None

| | | |
|---|---|---|
| 1 | Red LV1 | Use level 1 white and black spells. |
| 2 | Red LV2 | Use level 2 white and black spells. |
| 3 | Red LV3 | Use level 3 white and black spells. |

## BEASTMASTER

Often wielding whips, beastmasters can capture and control monsters.

**Job Command:** Catch (Release) **Specialty:** None

| | | |
|---|---|---|
| 1 | Calm | Calm monsters so they are less likely to attack. |
| 2 | Control | Manipulate monsters to attack other enemies. |
| 3 | Equip Whips | Gain the ability to use whips; additionally, the character's strength and agility become equal to a beastmaster's. |

## CHEMIST

In addition to gaining twice the benefit of curative items, chemists can mix new, helpful medicines.

| Job Command: Drink | | Specialty: Pharmacology |
|---|---|---|
| 1 | Pharmacology | Gain twice the benefit when drinking potions or ethers. |
| 2 | Mix | Combine two items to create a new one. |
| 3 | Drink | Consume helpful potions meant for chemists. |

## GEOMANCER

Geomancers harness the power of nature to perform spectacular feats.

| Job Command: Gaia | | Specialties: Light Step, Find Pits |
|---|---|---|
| 1 | Gaia | Call upon the forces of nature to attack based on current location. |
| 2 | Light Step | Avoid taking damage on floors covered in lava, etc. |
| 3 | Find Pits | Backpedal before falling into holes in the floor. |

## BARD

With harps and songs, bards create tunes that inspire mysterious effects.

| Job Command: Sing | | Specialty: None |
|---|---|---|
| 1 | Hide | Avoid damage by hiding out of sight. |
| 2 | Equip Harps | Become able to use harps; additionally, the character's agility and magic become equal to a bard's. |
| 3 | Sing | Perform songs during battle to inspire different effects. |

## DANCER

In addition to stunning crowds with their smooth moves, dancers can equip special items no one else can.

**Job Command:** Dance **Specialty:** Learning

| | | |
|---|---|---|
| 1 | **Flirt** | Charm enemies into not attacking. |
| 2 | **Dance** | Perform one of a number of dances with different effects. |
| 3 | **Equip Ribbons** | Become able to equip items meant for dancers. |

## MIME

Mimics can copy the actions of others down to the last detail.

**Job Command:** Mimic **Specialty:** None

| | | |
|---|---|---|
| 1 | **Mimic** | Perform the same action as the previously acting ally. |

# SPELL LIST

This is only a selection of the wide variety of spells available in the game. During your quest, you will encounter many more spells, so make sure to keep an eye out for them!

| | | | |
|---|---|---|---|
| White Magic | Level 1 | Cure | Restores HP. |
| | | Libra | Determines target's HP, MP, and weakness. |
| | | Poisona | Cures poison. |
| | Level 2 | Silence | Causes silence. |
| | | Protect | Reduces physical damage received. |
| | | Mini | Inflicts mini on target or restores state. |
| | Level 3 | Cura | Restores HP. |
| | | Raise | Revives target. |
| | | Confuse | Causes confusion. |
| Black Magic | Level 1 | Fire | Deals fire damage (minimal). |
| | | Blizzard | Deals ice damage (minimal). |
| | | Thunder | Deals lightning damage (minimal). |
| | Level 2 | Poison | Causes poison. |
| | | Sleep | Causes sleep. |
| | | Toad | Inflicts toad on target or restores state. |
| | Level 3 | Fira | Deals fire damage. |
| | | Blizzara | Deals ice damage. |
| | | Thundara | Deals lightning damage. |

## Time Magic

| | | |
|---|---|---|
| Level 1 | Speed | Hastens the pace of the battle. |
| | Slow | Slows the passing of time for one enemy. |
| | Regen | Gradually restores HP. |
| Level 2 | Mute | Silences all allies and enemies. |
| | Haste | Hastens the passing of time for one ally. |
| | Float | Levitates target. |
| Level 3 | Gravity | Halves target's HP. |
| | Stop | Causes time to stop, halting target's actions. |
| | Teleport | Warps party out of dungeon or out of battle. |

## Summon Magic

| | | |
|---|---|---|
| Level 1 | Chocobo | Calls a chocobo to kick an enemy. |
| | Sylph | Summons a wind that harms enemies and recovers the HP of allies. |
| | Remora | Stops enemies. |
| Level 2 | Shiva | Attacks enemies with an icy blizzard. |
| | Ramuh | Strikes enemies with strong bolts of lightning. |
| | Ifrit | Burns enemies with the flames of hell. |
| Level 3 | Titan | Triggers an earthquake that affects all enemies. |
| | Golem | Absorbs damage from physical attacks. |
| | Catoblepas | Turns enemies to stone. |

## Blue Magic

| | |
|---|---|
| Level 5 Death | Casts Death upon enemies whose levels are multiples of 5. |
| Flash | Inflicts enemies with darkness. |
| Transfusion | Sacrifices caster to completely restore an ally's HP and MP. |
| Vampire | Steals HP from an enemy. |
| Self-Destruct | Caster explodes, damaging an enemy. |
| Doom | Curses one enemy to die in 30 seconds. |

# NOTES

# IMPORTANT LEGAL INFORMATION:

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. “Back-up” or “archival” copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

REV-P

# WARRANTY AND SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

## NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

## NINTENDO CUSTOMER SERVICE
## WWW.NINTENDO.COM

*or call 1-800-255-3700*

*MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time*

*(Times subject to change)*

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN JAPAN